**Module 4 - Portfolio Milestone Project**

**Online Shopping Cart**

While building this program I learnt some core OOP(object oriented programing)s concepts. I learnt how to create a class and initialize it with default values. The ItemToPurchase object helped to properly organize the code and print\_item\_cost method helped in a clean and proper output that can be reused.

Lessons learnt.

* Class as a tool for reusability by creating objects of this class by just passing different values.
* Importance of checking the user inputs beforehand for more building reliable application.
* By creating class the code is more maintainable.

Challenges faced.

* Ensuring robustness by handling user inputs.
* Maintaining simplicity in a Class architecture

How I overcame the above challenges.

* By giving datatype wrappers while asking for user input.
* By giving proper variable names and method names.

Program –

A screen shot of a computer program

Description automatically generated

Execution-

A screenshot of a computer program

Description automatically generated

Thanks,

Arun